

Track2File

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REVISION HISTORY

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Chapter 1

Track2File

1.1 Track2File.guide

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=====
Track2File v1.21
=====
```

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Introduction
Requirements
Installation
Gadgets
Recognized headers
Program history
Greetings
From Author
```

1.2 Track2File.guide/Introduction

Purpose of Track2File is ripping files written on NDOS disks. Files found can be saved on any device in original or decrunched form.

Track2File is FREeware. Program and documentation must be spread in unchanged form (archive). Any modifications are forbidden.

This program uses following libraries:

- reqtools - by Nico François and Magnus Holmgren
 - xfdmaster - by Georg Hormann
-

1.3 Track2File.guide/Requirements

Track2File requires any Amiga with OS 2.04 (V37) or higher.
Recommended minimum memory size is 2MB.

1.4 Track2File.guide/Installation

Copy Track2File, it's icon and documentation to any directory
and contents of Libs directory to LIBS:

1.5 Track2File.guide/Gadgets

Gadgets:

Disk Read

Load File

Search

Prefs

1.6 Track2File.guide/Recognized headers

This program recognizes following file headers:

ID:	Cruncher:	O	P	D	Example:
CP	???	+	+	+	game Viro Cop AGA
GP	???	+	+	+	game Apidya
JR	???	+	-	+	game Epic
SA	Magnetic Fields	+	+	-	games Lotus III, Crystal Dragon
SC	Magnetic Fields	+	+	-	games Lotus II and III
SF	Magnetic Fields	+	+	+	games Kid Chaos, Lotus II and III
SP	Magnetic Fields	+	+	-	games Kid Chaos, Lotus II and III
SQ	Magnetic Fields	+	+	+	games Kid Chaos, Lotus III
1AM	Amnesty Design	+	+	+	game Reunion ECS
2AM	(S401) fake	+	+	+	game Reunion ECS
LOB 1-2	???	+	+	+	game Stone Age
LOB 1-5	???	+	+	+	games Wings Of Death, Chambers Of ↩
	Shaolin				
LOB 1-6	???	+	+	+	games Amberstar, Last Ninja Remix
LOB 2-6	???	+	+	+	game Last Ninja Remix
RLE	???	+	+	+	game Second Samurai AGA
=SB=	LhA 3.0 converter	+	+	+	game Alien Breed 3D II
\$08090A08	Stone Cracker 2.99	+	+	+	demo 9 Fingers/SpaceBalls

\$08090A0A	Stone Cracker 2.99	+	+	+	game Amoeba Strip 69
\$18051973	(CrM2) fake	+	+	+	game Fears
!GC!	(PP20) fake	+	+	+	previews Creatures,Guy Spy
ACE!	Byte Killer fake	+	+	+	mag Resident
ALC0	Alcatraz	+	+	+	game Cedric
ARPF	Byte Killer fake	+	+	+	Action Replay III freezed memory
ATM5	IAM Packer	+	+	+	demo Behind The Window/Suspect
ATN!	(IMP!) fake	+	+	+	game Pinball Illusions
ATOM	???	+	+	+	game Jim Power
Ace?	???	+	+	+	game Obsession
ArcD	???	+	+	+	game Liberation
ArcR	???	+	+	+	game Liberation
arcD	???	+	+	+	game Liberation
BDPI	(IMP!) fake	+	+	+	game Dizzy Kwiksnax
BH72	(S404) fake	+	+	+	game Mega Blast
BH73	(S404) fake	+	+	+	game Mega Blast
BOND	Bond	+	+	+	games Robocop , Shadow Of The Beast
CHFC	(PP20) fake	+	+	+	game Sky High Stuntman
CHFI	(IMP!) fake	+	+	+	game Dizzy Kwiksnax
CMP1	???	+	-	+	game Blade Of Destiny
CrM!	Crunch Mania	+	+	+	game Super StarDust
CrM2	Crunch Mania	+	+	+	game Super StarDust
CrM!	Crunch Mania	+	+	+	demo Arte/Sanity
CrM2	Crunch Mania	+	+	+	demo Arte/Sanity
CRND	Byte Killer fake	+	+	+	game Dyter 07
CRUN	Byte Killer fake	+	+	+	game Nicky Boom II
CSFX	???	+	-	+	game Alien Breed 3D II TKG
DHp2	David Hanney	+	+	+	game Tearaway Thomas
Dtpk	Turtle Smasher 1.32	+	-	+	game Rally Championship
Dupa	(IMP!) fake	+	+	+	game Kajko i Kokosz
EDAM	(IMP!) fake	+	+	+	game Indy Heat
FB@@	(LZWH) fake	+	+	+	game Quik Thunder Rabbit
FIRE	???	+	+	+	game Elf
FLT!	(IMP!) fake	+	+	+	game Pinball Prelude AGA
FRED	(IMP!) fake	+	+	+	game Pinball Dreams HD
GC!2	GraftGold	+	+	+	preview of game Ruff & Tumble
GC!3	GraftGold	+	+	+	preview of game Alien Breed 3D
GP11	Gnu Packer	+	+	+	???
HAL!	Master Cruncher 3.0	+	+	+	game Space Gun
HUF#	???	+	-	+	game Thunder Jaws
ICE!	IAM Packer	+	+	+	demo Dirt/Mystic PL
IFT?	(CrM2) fake	+	+	+	demo BBS Intro/Infect
IMP!	File Implode	+	+	+	demo Arte/Sanity
Ice!	???	+	+	+	game F1 World Championship
KDUB	Master Cruncher 3.0	+	+	+	preview of game Push Over
LR88	(PP20) fake	+	+	+	game Jungle Strike
LSD!	Master Cruncher 3.0	+	+	+	game Beast Busters
LZDA	???	+	-	+	game Strip Pot
LZSS	???	+	+	-	game International Rugby Challenge
LZWH	???	+	+	+	game Detroit AGA
LeCr	???	+	+	+	game Killing Machine
MASM	???	+	+	+	game TeenAgent
MASS	???	+	+	+	game TeenAgent
MD12	(PP20) fake	+	+	+	game Statix
MICK	(Ice!) fake	+	+	+	game Oscar ECS
MTP1	???	+	-	+	game Biing
MTPS	???	+	-	+	game Biing

PAC1	(RNC1) fake	+ + +	game Gulp
PACKV1.2	Master Cruncher 3.0	+ + +	???
PARA	???	+ + +	game Guld Korn Express
PP20	Power Packer	+ + +	demo Arte/Sanity
PaCK	(CrM!) fake	+ + +	game StarDust
PaK0	???	+ + +	preview of game Tearaway Thomas
pack	???	+ - +	game Naughty Ones
RNC0	???	+ + -	game Desert Strike
RNC1	Pro Pack V2.??	+ + +	game Mortal Kombat II
RNC1 encr	Pro Pack encrypt	+ + +	game Push Over
RNC1 old	Pro Pack V1.??	+ + +	games Magic Pockets , Heimdall
RNC2	Pro Pack V2.??	+ + +	game Sensible World Of Soccer
RNC2 old	Pro Pack V1.??	+ + +	games Liberation , Nightmare
S300	Stone Cracker 3.00	+ + +	game Rock Star
S401	Stone Cracker 4.01	+ + +	???
S404	Stone Cracker 4.04	+ + +	game Super Street Fighter II Turbo
SFHD	PMC	+ + +	???
SLAM	(S404) fake	+ + +	game Slam Tilt
SPv3	???	+ + +	game Hollywood Hustler
SSUR	???	+ - +	game Epic
TITS	(PP20) fake	+ + +	game Marvin's Marvellous Adventure
TPWM	???	+ + +	games Apidya, Turrican III, Mr.Nutz
TSM!	(Ice!) fake	+ + +	game Oscar AGA
Taz!	(ICE!) fake	+ + +	game FIFA International Soccer
VDCO	Virtual Dreams	+ + +	games T-Racer, Breathless
VOL1	???	+ + +	game Chambers Of Shaolin
ViS1	(CrM!) fake	+ + +	game Road Kill
ViSL	(CrM2) fake	+ + +	game Road Kill
Vic2	???	+ + +	game Final Fight
WJSD	Master Cruncher 3.0	+ + +	game Anarchy
XP10	???	+ + +	game Akira
XPKF	xpk?????.library	+ + +	game Alien Breed II Tower Assault
XPKZ	(CrM2) fake	+ + +	game XTreme Racing
XX50	(PP20) fake	+ + +	games Dungeons of Avalon I and II
xVdg	Byte Killer fake	+ + +	compiled AMOS programs

O(riiginal length) - recognize decrunched file length

P(acked length) - recognize crunched file length

D(ecruncher) - decruncher for xfdmaster library

+ - true

- - false

1.7 Track2File.guide/Program history

Version 1.0 (07.07.95) - recognizes 19 IDs

- first release

Recognizes headers:

- \$08090A08

- =SB=

- ATN! - IMP! fake

- Ace?
- ArcD
- arcD
- ArcR
- CrM!
- CrM2
- Crm!
- Crm2
- IMP!
- PaCK - CrM! fake
- PP20
- RNC1
- RNC2
- S404
- XPKF
- xVdg - Byte Killer fake

New libraries for xfd:

- 89A8
- =SB=
- Ace?
- ArcD and arcD
- PaCK
- RNC1
- RNC2
- xVdg

Version 1.01 (05.08.95) - recognizes 24 IDs

Recognizes new headers:

- TPWM - not recognizes size of crunched file
- ICE!
- ATM5
- GP
- Dupa - IMP!

New libraries:

- GP
- Dtpk
- Dupa
- TPWM

Bugs removed:

- Track2File didn't load full disk to memory i.e. first and last block
- in file requester, pressing 'Amiga+L' caused selecting Clear instead of Load. Now you can use 'Amiga+O' shortcut for loading files.
- program should work on all Amigas with MC68000 now, but decrunching files from odd address can crash your system.

Version 1.02 (10.09.95) - recognizes 29 IDs

Recognizes new headers:

- Ice!
 - IFT? - CrM2 fake
 - CRUN - Byte Killer fake
 - ViS1 - CrM!
-

- ViSL - CrM2

All xfd libraries were rewritten by me and some new ones were added:

- Ice!
- IFT?
- CRUN
- LOB
- XPAC

Version 1.03 (25.09.95) - recognizes 31 IDs

Added in preferences option to skip found file (skip file),
for speed up memory scan.

Recognizes new headers:

- ATOM
- Vic2

New libraries:

- ATOM
- FUCK
- JR
- HUFF
- Vic2

Version 1.04 (04.10.95) - recognizes 35 IDs

New headers:

- \$18051973 - CrM2 fake
- CP
- LOB
- VOL1

New libraries:

- CP
- SSUR
- VDCO
- VOL1

Version 1.05 (10.11.95) - recognizes 37 IDs

Added Abort gadget in information requester.

New headers:

- RLE
- TITS - PP20 fake

New libraries:

- RLE
- CRND

Version 1.10 (01.12.95) - recognizes 56 IDs

New version recognizes 56 headers and is about 35% faster! to
previous versions. New memory scan procedure is used. In preferences you
can select what headers you want to search. Settings can be saved on
disk. They will be loaded when program runs. To all decrunched and saved

files comment will be added with information about cruncher type.

New headers:

- JR
- SA
- SC
- SF
- SP
- SQ
- CRND - Byte Killer fake
- Dtpk - Turtle Smasher 1.32 fake
- GC!2
- GC!3
- HUF#
- KDUB - Master Cruncher 3.0 fake
- MASM
- MASS
- pack
- SFHD
- SPv3
- SSUR
- VDCO

New libraries:

- GraftGold_Cruncher (GC!2 and GC!3)
- KDUB
- MASM
- MASS
- pack
- SPv3

Version 1.11 (19.12.95) - recognizes 58 IDs

In preferences some new gadgets was added: Deep search, Invert, Clear.
With 'Deep search' option turned off program is about 40%
faster! to previous version.

New headers:

- PaK0
- XP10

New libraries:

- PaK0
- MagneticFields (SF and SQ)

Version 1.12 (07.01.96) - recognizes 60 IDs

Comment contains Offset and starting block number of NDOS disk saved in
this file.

New headers:

- ALC0
- FIRE

New libraries:

- ALC0
 - ArcR
-

- MagneticFields (SC and SP)
- XP10

Version 1.13 (21.01.96) - recognizes 63 IDs

New headers:

- BDPI - IMP! fake
- CHFI - IMP! fake
- FLT! - IMP! fake

New libraries:

- FIRE
- HUF#

Version 1.14 (06.02.96) - recognizes 67 IDs

New headers:

- BH72 - S404 fake
- BH73 - S404 fake
- GP11
- XPKZ - CrM2 fake

Version 1.15 (16.04.96) - recognizes 72 IDs

Added new version of xfd.library, it allows to detect length of PowerPacked data file. Detection of 100KB file can take few minutes on not expanded Amiga 1200, but is 100% reliable.

Program correctly detects length of files with TPWM headers.

New headers:

- 1AM
- 2AM - S401 fake
- DHp2
- FRED - IMP! fake
- SLAM - S404 fake

New libraries:

- 1AM and 2AM
- DHp2

Version 1.16 (07.05.96) - recognizes 74 IDs

All xfdmaster.library libraries were corrected to work in multitasking.

New headers:

- RNC0
- TSM! - Ice! fake

Version 1.17 (15.07.96) - recognizes 77 IDs

New headers:

- CMP1
- S300
- Taz! - ICE! fake

New libraries:

- TSM!

Version 1.18 (26.08.96) - recognizes 79 IDs

New headers:

- BOND
- LZWH

New libraries:

- JEK!

Version 1.19 (27.09.96) - recognizes 81 IDs

New headers:

- LeCr
- LZSS

New libraries:

- LeCr
- Vice

Version 1.20 (19.11.96) - recognizes 92 IDs

New headers:

- !GC! - PP20 fake
- CHFC - PP20 fake
- EDAM - IMP! fake
- LSD! - Master Cruncher 3.0 fake
- LZDA
- MD12 - PP20 fake
- MICK - Ice! fake
- MTP1
- MTPS
- PARA
- S401

New libraries:

- CMP1
- FUNGUS
- Gary Symons
- LSD!
- LZDA
- LZWH
- MARC
- MTP1 and MTPS
- PARA
- TXIC

Version 1.21 (29.12.96) - recognizes 103 IDs

New options in prefs: Converter and RNC old.

New headers:

- \$08090A0A
- ACE! - Byte Killer fake
- ARPF - Byte Killer fake
- CSFX

Disk Read

Reads disk to memory.

1.11 Track2File.guide/Load File

Load File

Opens file requester. After selecting file name, loads it to memory.

1.12 Track2File.guide/Search

Search

Scans allocated memory. If file header is found requester with information about this file opens. Then you can select:

Save file

Decrunch & save

Abort

Continue

1.13 Track2File.guide/Prefs

Prefs

Opens window with program preferences:

Drive to read

Converter

Inc file name

Decrunch before save

Skip file

Deep search

RNC old

Save image

Enable/Disable IDs

Invert

Clear

Save

Use

Cancel

1.14 Track2File.guide/Save file

Save file

Opens file requester and saves file with given file name.

1.15 Track2File.guide/Decrunch & save

Decrunch & save

Decrunches file and opens file requester, then saves decrunched data.

1.16 Track2File.guide/Abort

Abort

Aborts memory scan.

1.17 Track2File.guide/Continue

Continue

Resumes memory scanning.

1.18 Track2File.guide/Drive to read

Drive to read

Changes drive to read from.

1.19 Track2File.guide/Converter

Converter

This command converts data on disk to the image file.

Program supports the following data formats:

- Normal - without comments (default).
- Graftgold - system used in Graftgold games (reverse data order), eg. ViroCop ECS, Fire & Ice.
- 10 of 11 - this data system uses only first 10 blocks per track (5120 bytes instead of standard 5632 bytes). Purposed in eg. Stone Age.
- Pseudo OFS - this data system uses 488 bytes per block (like OFS). Purposed in eg. Mr.Blobby.
- Ocean - system used in Lethal Weapon and Addams Family games. Only first game (RNC1) decoded, because in second game I can't detect any ID's.

1.20 Track2File.guide/Inc file name

Inc file name

If this gadget is activated, then after selecting 'Search' and memory scanning program will open file requester instead of information window. After entering file name, program will write found data and resume memory scanning. Program will append an three digit extension to file name, eg. if you enter file name Data, program will save files with names: Data.001, Data.002, etc...

1.21 Track2File.guide/Decrunch before save

Decrunch before save

The same as 'Inc file name', but files will be decrunched before save.

1.22 Track2File.guide/Skip file

Skip file

After finding file program while resume searching from end of this file. If this option is disabled program while search whole this file.

1.23 Track2File.guide/Deep search

Deep search

With this option turned off program scans memory by word (2 bytes), with turned on byte by byte.

1.24 Track2File.guide/RNC old

RNC old

Program use decrunch procedure from Pro Pack V1.?? to depack files RNC1 and RNC2.

1.25 Track2File.guide/Save image

Save image

Opens file requester. After selecting file name writes loaded data from disk to file.

1.26 Track2File.guide/Enable-Disable IDs

Enable/Disable IDs

You can select what headers program should search.

1.27 Track2File.guide/Invert

Invert

Inverts selection of headers in 'Enable/Disable IDs' gadget.

1.28 Track2File.guide/Clear

Clear

Clears selection of headers in 'Enable/Disable IDs' gadget.

1.29 Track2File.guide/Save

Save

Saves settings in "s:Track2File.prefs".

1.30 Track2File.guide/Use

Use

Remembers settings.

1.31 Track2File.guide/Cancel

Cancel

Returns previous settings.
